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Introduction

[image]

The Land's Star has existed through countless generations. Once a disorganized bunch of colony cats, these warriors strive for a better quality of life for all who live within their ranks. Each modern day clan maintains their own unique quirks, traditions, and ways of life. Today you will learn what it means to be a member of these five warrior cat clans. Join us, as we go about this guide to the Land's Star.

The Warrior Code

Codes are the sets of laws of which clan cats live by. There are three different sets of these Codes that cats of the Land's Star follow. The first, and most largely followed set of laws is the Warrior Code. This is pretty similar to canon's. However, some changes have been made, and some extra laws have been added in to improve cats quality of life.

The Warrior Code of the Land's Star is as follows:

-Defend your Clan, even with your life. You may have friendships with cats from other Clans, but your loyalty must remain to your Clan, as one day you may meet them in battle.

-You may take on a mate outside of your clan, however you must receive the blessing of your clan leader and medicine cat(s). Any half breed kits born must remain in their birthing parent's clan. The partner parent can visit their kits only under supervision, and only at the border of the territory or at Split Rock. At 6 moons old before being apprenticed, these kits may choose which clan they would like to train in. If their other parent is a rouge, loner, or kittypet, the kits must remain in their birth clan. Medicine cats with fully trained apprentices may partake in this as well

-Cats who are kin from other clans must not allow blood to keep them from defending their clan. If kin attacks your clanmates they must be fended off. In battle, they are an enemy. However, kin killing kin is forbidden, even in seeking justice or self defense. Only if it's by pure accident can this crime be forgiven

-Do not hunt or trespass on another Clan's territory unless for a purpose all the clans can agree upon (to travel to the Moon Cavern, to discuss urgent matters with leaders/medicine cats, etc)

-Elders, queens, and kits must be fed before apprentices and warriors.

-Unless they have permission, apprentices may not eat until they

have hunted to feed the elders. If any warrior or apprentice is sick or injured, they may eat while the elders, queens, and kits are eating

-Prey is killed only to be eaten. Give thanks to StarClan for its life.

-A kit must be at least six moons old to become an apprentice.

-Newly appointed warriors will keep a silent vigil for one night after receiving their warrior name.

-A cat cannot be made deputy without having mentored at least one apprentice or raised a litter (their own or an adopted litter)

-The deputy will become Clan leader when the leader dies, retires or is exiled.

-After the death, exile, or retirement of the deputy, a new deputy must be chosen before moonhigh.

-A Gathering of all five Clans is held at the full moon during a truce that lasts for the night. There shall be no fighting among Clans at this time.

-Boundaries must be checked and marked daily. Challenge all trespassing cats.

-No warrior can neglect a kit in pain or danger, even if the kit is from a different Clan or an outsider.

-The word of a leader should be obeyed, but can be challenged if it seems to be morally wrong or puts the lives of many in danger for no/a reckless reason

-An honorable warrior does not need to kill other cats to win their battles, unless they are outside the warrior code or if it is necessary for self-defense.

-A warrior rejects the soft life of a kittypet. However in times of extreme need you may resort to accepting food from Twolegs for the clan, or allowing a kittypet to join the clan. Kittypets who join the clans must discard any twoleg belongings and must at least take

on a warrior's suffix to signify they have finished their training and are full members of the clan. Elderly cats are exempt from this if they decide to keep their name

-Each Clan has the right to be proud and independent, but in times of trouble they must forget their boundaries and fight side by side to protect the Land's Star. Each Clan must help the others so that no Clan will fall

-Any cat who decides to leave their clan to join another for whatever reason must immediately undergo the Warriorpaw ceremony by their new leader in order to be officially trained in the ways of their new clan. It will take 2 moons minimum to complete training before earning a warrior name.

On top of the Warrior Code, and other Codes, there are also some unofficial but still important laws cats abide by:

-If a queen changes clans (especially if they are still pregnant) they do not have to go through a Warriorpaw ceremony until their kits have been weaned

-Kits are to be named on their second moon of life and properly introduced to the clan. Until then, they are not allowed to wander farther than a foxlength from the nursery

-No harm is to come to a medicine cat, even in the heat of battle. Any cat who should harm one will face severe consequences. If the medicine cat has proven to be malicious, however, a cat is free to take them down provided they have evidence to back up their cause

-The leader should be the last to eat from the fresh-kill pile, especially in times with little prey. They have more lives to spare, while their clanmates do not

-Only the deputy, code keeper, and medicine cats are allowed to know how many lives a leader has left. This is for the leader's safety, so that no cat can use the information to plan the death(s) of their leader

-Cats must wait until they are fully trained warriors to take on a

mate. This goes for *all* parties involved. The only exception to this is cats who have undergone a Warriorpaw ceremony, but were previously a named, fully grown warrior. Any fully grown cat caught pursuing another who is younger than adult/warrior age will be severely punished. Cats who try to romance kin will also be punished

-A cat who has kits with a medicine cat who has not finished training an apprentice will face consequences, just as their medicine cat mate will

The Medicine Cat's Code

The second set of laws cats follow in the Land's Star is the Medicine Cat's Code. Unlike the previous Code, this one is only followed by cats sworn to heal their clanmates and speak with Starclan. Healers, or medicine cats as they're more commonly referred to, are outside the bounds that most clan cats are held under. They are ruled by their ancestors in Starclan, and by Starclan alone. In the system of the Land's Star, they even outrank clan leaders. And so, a specific set of laws have been set in place just for them.

The Medicine Cat's Code is as followed:

-To become a medicine cat, one must choose to be one. No cat can be forced into the position.

-When an apprentice is made, they must be taken to the Moon Cavern on the next Half moon to be introduced to StarClan. Here, their mentor will present them before their ancestors and await to hear if they approve of this new apprentice. Only after StarClan has spoken their approval can a cat be considered an official medicine cat apprentice.

-Medicine cats may take on a mate. They may also have kits, but only if they have a fully trained apprentice to take their place when they become a queen. If a medicine cat has kits before having a successor, the kits must be given away to live as kittypets as punishment, or the kits/medicine cat will be doomed to face a terrible fate. Through it all, Starclan and healing must remain their top priority

-No clan cat is to be denied treatment, even if they are considered a traitor or have done something terrible. Only StarClan can decide if a cat is unworthy of healing

-A medicine cat shares dreams only with StarClan.

-A medicine cat may only discuss dreams, prophecies, etc. with

their leader or other medicine cats at the monthly meeting; dreams of an otherwise prophetic nature should not be disclosed to any outside parties, or any other cats in the Clan by the medicine cat. However once the information is given to the leader, this information is now in their paws and they can do as they see fit with it.

-A medicine cat has the authority to overthrow a corrupt leader. If the deputy is not a worthy successor, the medicine cat must wait for a sign from StarClan to see who the next leader should be; meanwhile they must take on the responsibility themself

-Cats have a right to confidentiality. Any medical problems discussed with a medicine cat are to be kept secret among only the medicine cat(s) in that clan and the cat who has discussed this

-A medicine cat is obligated to help other medicine cats no matter what, as they are exempt from clan rivalries. No cat can object to this.

There is one unofficial rule medicine cats must abide by that has not been added to the Code due to the rarity of a situation like this. That rule being:
If both a leader and deputy of a clan die without either having a successor (like what happened to Shadowclan in the canon books) the clan's main/most senior medicine cat becomes leader. This only happens if the medicine cat has an apprentice, fully trained or not. If the apprentice is not fully trained the Medicine Cat Turned Leader will continue their training until they have earned their name.

The Queen's Code

The final set of laws within the Land's Star are followed by a select few. As the name suggests, the Queens's Code is meant for those who fall under the title of queen. The role of a queen is one of the most fundamental in the clan. They are not only responsible for their young, but for the mental health of their clan. As such, they must live by their own set of rules in order to properly do their jobs.

The Queen's Code is as followed:

-A queen must always put the safety of kits first, and themselves last

-No queen may reject a kit in need of a parent, be it their own, a clanmate's, or ever a stranger's kits

-The queen with the youngest litter eats first, then the next, and so on. The Den Mother must ensure every other queen is fed before eating last (unless they have the youngest unweaned litter)

-There must always be at least one queen to watch the kits, no matter where they go. Though clanmates may offer to watch them, it is better that an experienced caregiver keeps an eye on them. Former queens and elder queens, however, are allowed to offer to help

-Kits must be presented to the clan leader at 2 moons old to announce their names to the clan

-The eldest, or most experienced queen (depending on the circumstances) becomes the new Den Mother when the previous one steps down from duty, retires, is exiled, or dies

-Punishments regarding kit behavior or actions are for the queens to decide. The Den Mother has the final word on the matter, though they may discuss punishments with the clan's leader

-Minor medical training is encouraged for cats who are interested in

becoming permanent queens. Den Mothers are required to learn to assist medicine cats with the birthing process

-Queens have a right to privacy. They are allowed to withhold information about the sire(s) of their litter. They are also not required to explain where they've gotten kittens from if they've chosen to adopt, unless it could endanger the clan (or risks the possibility of incest occurring)

-Queens must be cautious when taking care of traumatized cats. Special training from experienced queens and medicine cats is mandatory

-Cats have a right to confidentiality. Any problems discussed with a queen are to be kept secret among only the queens in that clan, and the cat who has discussed this. The only way this confidentiality can be broken is if a cat appears to be a threat to themselves or others. In this case, problems must be shared with the medicine cats so further treatment can be sought.

Punishments

With every society comes laws to protect it's members. And with rules, come rule breakers. Those who break the laws of the Land's Star must be punished accordingly, and the severity of the punishment will depend on the severity of what a cat has done.

Punishments for breaking the Warrior Code:

Minor offenses:

-*Loss of Gathering Privileges*: a cat may be forbidden to attend a certain number of Gatherings

-*Apprentice duties*: A warrior or apprentice may be forced to do certain tasks for a determined period of time; like getting rid of ticks and fleas off the elders, changing soiled moss in the nursery, and being the last to eat.

-*Sleeping outside*: a cat may be forced to sleep alone outside for a certain period of time (usually a week at most)

-*Prey loss*: a cat may not be allowed to have fresh kill for one day

-*Camp Confinement*: a cat may be ordered to not leave camp for a specified amount of time

Harsher offenses:

-*Warriorpaw ceremony*- a ceremony performed which strips a warrior/queen of their name, reverting them back to an apprentice (a -paw). This punishment is used on cats who behave as immaturely as apprentices and/or make mistakes only an apprentice would. The punished cat must go through training once again, receiving a mentor, living in the apprentice's den, and taking up apprentice duties. This usually only lasts about 2-3 moons, but can go on longer depending on how quickly the punished cat learns from their mistakes. Warriors cannot expect to receive their original

name back

-*Shunning*: A cat may be sentenced to shunning due to an offense such as trying to sabotage the good name of their clan, attempting a relationship with a much younger cat, or attempting to harm another cat. The punished cat will be forced to sleep in the furthest corner of camp outside of a den. They will be ignored by all clan members until their leader finally announces their existence. They have to stay in their little corner and are not allowed to leave camp. They are the very last to eat, and have to fetch the prey themselves (this is the only time they can leave their corner)

Unforgivable offenses:

-*Name stripping*: a cat will be stripped of their warrior name permanently and will be forced into retirement, no matter how young they are. Until they reach the age of an actual elder, they have to look after themselves. They have to hunt and collect moss for themselves. Most cats in the clan may shun this individual or always speak with them in an ill manner.

-*Exile*: if a crime is very extreme, a cat may be stripped of their name and banished from the clan. After taking their name a leader will order all the warriors in their clan to chase them off their territory. The medicine cat along with an escort must travel to the other clans to warn them to chase off this cat should they trespass on their territory

-*Death*: only in extreme cases is this punishment used. If the crime is so unforgivable, a leader may sentence a cat to death. How they are executed depends on the leader. Sometimes the leader or deputy execute them, or order all the warriors to. Sometimes the punished cat is forced to sit on the Thunder Path and wait for a monster, or are taken to a highly populated area for a predator (usually snakes or a bird of prey) and are left to be killed off by them

Ceremonies

Just like in canon, the clans of the Land's Star hold various ceremonies. They do this to celebrate achievements of cats among their ranks, and to promote those who are ready and worthy of taking the next step up (or down) in the clan's social totem pole.
Here is a list of ceremonies and how they are preformed:

Apprentice ceremony:

Leader: Today is a special day in a young cat's life, where a kit leaves the nursery and joins the world as an apprentice. [Queen's name] Has/have your kit(s) reached 6 moons old? And do you believe they are ready to join us and learn the ways of the clan?

Queen: I do

Leader: Are you ready to rejoin your peers as a warrior once more, or would you like to reside as a queen permanently? [If they choose the first option] Very well. Then with Starclan as witness, let it be known that from this day forward, this cat shall be recognized as a full warrior of [clan] once more.
[The leader then summons the kit(s) forward] You have survived the first 6 moons of your life. May Starclan guide your paws from this moment on [The leader tilts their head to the sky] From this day forward, until they have earned their warrior name(s) this/ these apprentice(s) shall be known as/ the following: [the leader gives the kit(s) their apprentice name(s) and a mentor]

Medicine Cat apprentice ceremony:

Leader: [Medicine Cat's name] has informed me that you, [kit], have taken an interest in the life of a medicine cat. Is this correct?

Kit: Yes

Leader: -looks to the medicine cat- [Medicine Cat] Do you take this apprentice to train in the ways of a medicine cat, to one day take

you place and to interpret the word of Starclan just as you have for all these moons?

Medicine cat: I do

Leader: Then [kit], from this day forth you shall be known as [apprentice name]. At halfmoon you shall travel with [Medicine Cat] to the moon Cavern to receive approval from Starclan. Listen to your mentor well, and always let the stars be your guide.

During the next halfmoon the medicine cat preforms this ceremony:

Medicine Cat: [Apprentice], is it your wish to explore the mysteries of StarClan as a medicine cat?

Apprentice: It is.

Medicine Cat: Then come forward. [The apprentice steps forward]

Medicine Cat: Warriors of StarClan, I present you with this apprentice. [Apprentice] has chosen the path of a medicine cat due to (his/her) born abilities, love for (his/her) clan, and an interest in the skill of healing. I ask you to pass judgement on this cat, and decide if (he/she) shall be a worthy successor

[Starclan will then speak simultaneously if they approve or disapprove. There has been no case of disapproval in remembered history, so only a ceremony for approval exists]

Medicine Cat: Gracious cats of Statclan, we thank you for your approval. As (he/she) trains and serves as a healer, grant this apprentice your wisdom and insight so that (he/she) may understand your ways and heal (his/her) Clan in accordance with your will.

Warrior Ceremony:

Leader: This/these cat(s) has(have) completed their training, met all the goals set for them, and has/have learned the warrior code. [Mentor] do you believe your apprentice is ready to become a warrior?

Mentor: I do

Leader: Then [apprentice(s)] step forward. [They do as the leader says. The leader turns their head towards the sky] I, [name] leader of [clan] call upon my warrior ancestors to look down on this/these apprentice(s). They have worked hard to learn the ways of your nobel code, and I commend them, to you, as [a] warrior(s) in their turn. [Apprentice(s)] do you promise to uphold the warrior code; to protest and defend this clan, even at the cost of your life/lives?

Apprentice(s): I do

Leader: Then by the power of Starclan, I give you your warrior name(s). [Apprentice], from this day forward you shall be known as [warrior name] Starclan honors your [traits] [the leader does this for every cat being made warrior] and we welcome you as (a) full warrior(s) of [clan]. [The leader will rest their chin on the new warrior's head(s) and the warrior will lick their shoulder out of respect. After the naming has finished] This/These cat(s) shall sit a silent vigil tonight and guard the camp while the rest of us sleep, to show they are (a) true warrior(s) of this clan.

Medicine Cat ceremony:

This takes place on halfmoon so all medicine cats may bare witness to the ceremony. This is an event only to be witnessed by medicine cats and is preformed under the Star Willow at the Moon Cavern

Medicine Cat: I, [name], medicine cat of [Clan], call upon my warrior ancestors to look down on this apprentice. (He/she) has trained hard to understand the ways of a medicine cat, and with your help (he/she) will serve (his/her) Clan for many moons. [Apprentice], do you promise to uphold the ways of a medicine cat, to stand apart from rivalry between Clan and Clan and to protect all cats equally, even at the cost of your life?

Apprentice: I do.

Medicine Cat: Then by the powers of StarClan I give you your true name as a medicine cat. [Apprentice], from this moment on you will be known as [new name]. StarClan honors your [traits], and we

welcome you as a full medicine cat of [Clan].

Deputy ceremony:

Leader: I say these words before StarClan [or "before the body of (dead deputy)" dependingon the circumstance], so that [they]/the spirits of our warrior ancestors may hear and approve of my choice. [warrior's name] do you accept the position of deputy?

Warrior: I do

Leader: Then [name] shall be the future leader of [clan]

End of Leader's Ceremony:

Previous Leader: I hail you by your new name, ___star. Your old life is no more. You have now received the nine lives of a leader, and StarClan grants you the guardianship of [Clan]. Defend it well; care for young and old; honor your ancestors and the traditions of the warrior code; live each life with pride and dignity.

Dying Apprentice Ceremony:

performed when an apprentice who was ready to be made warrior has just died/is dying. The deputy will preform this ceremony if the clan's leader was too close with the young dying/dead cat to speak the words themselves

Leader/Deputy: This apprentice has reached the end of (his/her) journey here in/on the (forest/meadow/marsh/mountain/beach). (He/she) has shown (he/she) has understood the Warrior Code throughout recent times and has served (his/her) clan well in the few moons (he/she) has been with us. Starclan, I ask you to take this cat not as an apprentice, but as a true warrior of [Clan]. From now on, [apprentice] shall be known as [warrior name]. Light (his/her) path as (he/she) comes to join your ranks and share tongues with you tonight in Silverpelt. We pray you take care of (him/her), and have (him/her) watch over us all from now on. Brave warrior, you will be missed by all of [clan]. [warrior], thank you for your life... [The clan then echos the leader's last sentence]

Elder's Ceremony:

Leader: [Name], is it your wish to give up your position as a [rank] and join the elders?

Cat: It is

Leader: Then with the cats of [Clan] and Starclan as witness I shall grant you your wish. We honor your service and dedication to this Clan; thank you for everything you have done for us. Rest easy now as an elder, and live out the rest of your days in comfort and relaxation. I promise you, [Clan] will return the love, care, and dedication you have given us all these moons and will take care of you for the rest of your life.

Forced Retirement Ceremony:

Leader: [name], you have been recently injured so severely/ been so sickly/have broken the warrior code so badly that you are unable to continue on with your duties. It is with a heavy heart that I must ask you to retire to the Elder's den for the rest of your days. Thank you for the service you have been able to provide; for now its our turn to serve you. [Clan] will take care of you just as we would any other elder. Rest easy now, [name].

Name changing ceremony:

Leader: Spirits of StarClan, you know every cat by name. I ask you now to take away the name from the cat you see before you, for it no longer stands for what he/she is. By my authority as Clan leader, and with the approval of our warrior ancestors, I give this cat a new name. From this moment on he/she will be known as [new name], for [description of the reason]

Warriorpaw Ceremony:

Leader: I [name], call upon my warrior ancestors to look down in shame upon this cat. They have foolishly broken your nobel code, and I bring them forth to you not as a warrior, but as an apprentice once again. From this day forward, until they have earned back their warrior name, this apprentice shall be known as [Name]paw. [Name], may you learn from your mistakes and properly remember the warrior code this time around [the cat is then given a mentor].

Alternate, Positive Version:

Leader: I [name], leader of [clan] call upon my warrior ancestors to look down upon this cat. They have decided to abandon the life they once knew in their old clan and now must be taught the ways of the clan they wish to join. So now, I bring them before you not as a warrior of [old clan] but as an apprentice of [new clan]. From this day forward, until (he/she) has earned (his/her) warrior name, this cat shall be known as [name]paw. [The leader then assigns them a mentor]

Name Stripping Ceremony:

Leader: This cat has disgraced our clan by breaking the warrior code, using the name of a warrior to get away with this crime. Starclan has spoken their disapproval and have granted me the power to take this rank away, just as easily as it had been given to you before. [Warrior], you are no longer to be known by this name, but simply as [prefix]. You have forsaken us, and no longer deserve to be a warrior of [clan] [this part of the ceremony follows if the cat is being exiled] The crime you have committed was so severe we cannot allow you to stay. Live as you have acted, like a rouge. Leave the territories and never return. For if you shall, you will be met with snarls and unsheathed claws. You are no longer welcome among the clans, begone! [As the leader exclaims "begone", the warriors of the clan have to chase this cat off the territory]

Queen Ceremony:

Leader: You have done your duty as a warrior, and now it is time for you to help a new generation come into this world. Rest now, dear cat. You and your children will be well taken care of.

Kit Naming Ceremony:

Leader: I say these names before the spirits of our ancestors, so that they may hear and recognize these kits as members of our clan. [Clan name] welcomes [kits' names] into the world.

Religious Beliefs

A requirement for a group of cats to be considered a clan is for them to collectively believe in some sort of religion. In canon Warriors, this would be Starclan, and its counterpart The Place of No Stars. It is no different for the Land's Star, as the clans there also believe in these things. Though the way that these religious entities work within the universe of the series Signs of the Moon differs from that in canon. There is also a third relm added to the series, which will be discussed in this chapter.

Let's start off with Starclan:

-in the series Signs of the Moon, Starclan can see the future and know about the various paths a cat may walk from the moment they are born. They do not have any control over what will end up happening, they are merely spectators.

-Starclan does not try to interfere beyond sending a warning through the use of prophecies and omens. They often advise medicine cats to watch out for those who have a great destiny or for cats that have shown they may end up going down the wrong path and need guidance.

-Starclan cats can't lie to the living. They also can't speak to the living except for the medicine cats, those who are destined to be medicine cats, and leaders on rare occasions. Though it has recently beem discovered that cats who are destined to become leaders also start to receive small, vauge visits from their ancestors.

-Starclan can only communicate through dreams or through omens in the physical world (such as by covering the full moon with clouds). Though medicine cats may be able to see Starclan spirits moving about freely on earth, if they wish to be seen

-The dead can sometimes be seen by the living as ghosts. Though these cats can only be seen as nothing more than a meer shadow or a shape in the corner of a cat's eye. Its not uncommon for a dead

cat to haunt their clan's camp for a short while after their death. It's more common for dead queens and kits (2-5 moons) to hang around for longer periods. Queens tend to stick around to watch after their children while it takes kits a while to realize they've died

-Ghosts can physically interact with the living world, though their impact is very weak. They can brush up against the living and even groom them, though their presence will be faintly sensed, or may feel like a cold spot against one's fur. The dead can also move simple objects like leaves, twigs, or even a small piece of fresh kill

-Starclan does have the ability to give cats powers (speculated to be with the help of the spirit of the Moon), however these powers are limited and are very rare. The most common power given is the ability to clearly see and interact with ghosts and Starclan spirits while awake

-They also have the power to control the weather in small ways. For instance, they can shift and shape clouds to send omens to the living, create light showers, or even lightning in short burts

-Starclan itself functions similarly to a regular clan. However it has a few leaders instead of the usual one. Those cats are the clan founders, often refered to by the living clans simply as The Founders. They very rarely have any influence, though they oversee important matters like the distribution of a prophecy, or even give approval for something as big as accepting a new clan

-Leaders who have died are referred to by their warrior names, but only by other Starclan cats. The only leaders to keep their leader's suffix among Starclan cats are clan founders

-A cat does not have to believe in Starclan to go there when they die. There is a part of Starclan's infinite territory where cats outside of the clans arrive, though they don't have to stay there. All cats are permitted to move around the territory as they please, though most cats tend to stick with the cats they are more familiar with (typically clans cats stay with clan cats, kittypets with kittypets, etc.)

-All clan cats go to the same Starclan, there is no other. So it is very

possible that cats can meet others from clans they have never heard of (including the canon clans)

-The way a cat worships Starclan varies depending on the clan they grew up in, though all of the Land's Star agrees on specific rituals such as the mourning process over a cat's dead body, sitting for a silent vigil after one's warrior ceremony, and partaking in nighttime prayer during the ever important Day of Remembrance

-Medicine cats also talk to and look for signs from Starclan in different ways depending on the clan

***Next comes the discussion of The Place of no Stars, aka The Dark Forest*:**

-Cats of the Dark Forest (or Dark Cats/Dark Spirits as they're called by the living) pretend that they can see the future in order to scare their victims, however they do not possess the capability to do so

-Dark Cats can visit dreams just like Starclan. Most cats can visit the Place of No Stars if they are targeted by a resident there

-Medicine cats are usually unable to speak with those from The Place of No Star, though, and cannot ever visit there because they are protected by Starclan

-Dark Spirits tend to often lie to or manipulate those they haunt the dreams of, usually just to mess with their victim

-Unlike Starclan cats, Dark Cats can't physically interact with the living or even be seen by the living outside of dreams. They can, however, be heard. Cats who are being haunted by Dark Forest cats can hear the voice of their tormentor in their head

-Dark Forest cats can harm cats in their dreams, and those wounds will carry over into the real world (similarly to canon)

Finally there is the new relm, known as the Twilight Passage:

-The Twilight Passage is a place in the afterlife which sits between Starclan and The Place of No Stars. It is a neutral territory where spirits reside until they are judged and possibly placed into a new

relm. This spiritual place is the Land's Star's equivalent of purgatory.

-If the paths a cat has taken throughout their life have mostly been good, they will be led to reside in Silverpelt by their loved ones. If they have traveled down more darkened paths during their life then they will be chased to The Place of No Stars. However, if a cat has done many morally gray things, then they will remain in this limbo. The time it takes for judgement to be passed is around the same time it takes for a clan to sit vigil for whoever has been lost.

-The Twilight Passage is said to look like the peak of a dusky hill. You can see the horizon from almost every way you look, but can never see anything beyond unless it is right in front of you. The sky above is painted in dull oranges, pinks, and dark blues, forever half-lit by sunlight. No one can ever tell if it's supposed to be dusk or dawn. The ground below is gray like fog with short grass which feels cool under a cat's paws. The land is silent except for the sound of the wind whistling by. This spiritual territory is nearly infinite, despite appearing small by sight alone. The only way for a cat to get out of this relm is to be taken to the border of another by a Starclan or Dark Forest Cat, or to be reincarnated.

-The living cannot communicate with the dead here, nor can Twilight spirits get ahold of the living. Cats who reside in the Twilight Passage are not condemned to solitude here, like in the Dark Forest, but it's not as easy to come across another cat as it is in Starclan.

-Most cats who live in The Twilight Passage spend their time reflecting upon the choices they made while they were alive. Morally gray cats are not able to gain access to another relm once it has been decided that The Twilight Passage is the place they will reside. The only way out of this place after that is to be reincarnated. A cat can request to be sent back to earth to try life again after they've spent some time in this relm. When a reincarnated cat dies, it's unlikely for them to return to The Twilight Passage for good. By that point their spirit's decided where it's loyalties lie

Myths, Legends, and Stories

The clans, like many societies, have other beings they believe in or pray to, such as certain spirits, ghosts, and cryptics. Here are the most famous among the Land's Star:

The Sun- This spirit is said to be the father of the ancient clans and of cats themselves. Cats also believe that he is the creator of all living things on the earth, though not necessarily the planet itself

The Moon- AKA Silverpelt. She is said to be the mother of the ancient clans, and of cats themselves. Clan cats believe she watches out for them, taking a rest only one day a lunar cycle for herself. She lets cats come to live within her pelt when they die in the mortal world so she can protect them for the rest of existence. This is where Starclan resides. Cats believe she is the being who gives prophecies for Starclan to relay, and casts judgement on those who arrive in the Twilight Passage. She's also believed to be the one to give out powers. This is the only divine spirit that Oceanclan wholeheartedly believes in, as the moon is believed to control the tides

Lionclan, Cheetahclan, Tigerclan, Leopardclan, and Lynxclan- Ancient clans said to exist long before cats were created. Their stories didn't come into existence until after the clans had formed. The names of these beings were coined by former kittypets who had learned of these big cats from magic vision boxes in their Twoleg dens. Each big cat represents one of the modern day clans: lion for Marshclan, cheetah for Grassclan, leopard for Treeclan, tiger for Oceanclan, and lynx for Mountainclan

Wisp Of The Mist- A ghost who's said to watch out for Mountainclan. She is a beautiful white cat with long glossy fur and bright silver eyes. Many Mountainclan cats believe she is a protector who looks out for the innocent and guides wandering kits to safety. Queens and apprentices especially believe in this entity, claiming to see her crouched in the darkest corner of their dens, or

silhouetted against the moon when they're out hunting at night. It's said if one listens hard enough when patrolling through the mountains, you may be able to hear her speak to you; but only if you're pure of heart. It's common for kits to claim meeting this mysterious molly in dreams, or when returning to camp after sneaking away without permission. No one knows exactly where this spirit comes from, but it's believed that Wisp is the soul of a cat who was alive during the time of the ancients, or around the time of the colonies

Church- A ghost of kittypet legend. Some housecats believe this spirit comes to guide the recently deceased to the stars, and teaches them how to be like their ancestors. This tom has no specific features, but its said a cat will recognize Church upon first meeting

Sea Breeze- A spirit who was alive as the clans were founded. She's said to be a silver and white tabby with long wavy fur which resembles waves. It's said that her spirit appears to those who are lost-moreso in a metaphorical sense than literal-so that she can guide them. This ghost is mostly believed in Oceanclan

Flowerlight- The first Den Mother of the Land's Star. Queens pray to this spirit in particular for guidance with parenthood, especially if they are raising their first litter. They also pray to her for protection of their litters against illness such as kitten cough and The Fade.

The Birch-Furred Monster- A gorgeous pale gray cat with spots on their fur that resemble the pattern of birch wood. They present themselves as a molly at first, to draw in toms (and molly attracted she-cats). Once she's reeled a victim in, she'll transform into a terrifying monster who consumes the cats she's enchanted

Ashensky- A vengeful spirit who seeks out unfaithful cats and lures them to their deaths. Legend has it this cat was cheated on in life, later sacrificing themself in battle to prove their love, of which would never be returned. Instead of resting in peace, they willingly returned to the living world as a ghost, seeking to write the wrong they had faced in their own lifetime. To those who's hearts have been broken, Ashensky is a saint whom they pray to and hope to meet. Meanwhile, those who think impurely about a cat who is not

their mate will live in fear, hoping to never be tricked by this angry spirit. This cat has no set gender, as it changes to accommodate with their latest victim's romantic/sexual preference.

Skin Snatcher- a terrifying cryptic that's said to lurk within the fog. No one knows exactly what this creature is; sometimes it looks like a fox, another time it may look like a raccoon, a dog, or a cat. Occasionally it can stand upright like a Twoleg. It's most tell tale feature is its odd pink skin and bulging eyes. Stories say that if you're out lurking alone at night, and a dense fog rolls in, you might begin to be stalked by the Skin Snatcher. If it catches you, it will shred off your fur and steal your skin. The rest of your remains disappear, never to be found. Though this cryptic is mostly discussed as a means to scare kits and apprentices into staying in camp at night, it does continue to scare cats long into their adulthood. Many elders do believe this to be a real creature ((and it technically is! The legends are based on animals who have mange or some other type of skin problems which cause one to lose their fur))

Screech Beast- A monster said to be faster than the wind, and louder than anything a cat has ever heard. They're made of metal and are as large as two trees. Dead or injured Twolegs can often be found around it, partially digested, victims of it's carnage. Screech Beasts have been confirmed to exist, many years ago, but only one has ever been found and it was dead. Although there are rumors of cats seeing them alive, feasting upon Twolegs like prey in lines. But nobody in the Land's Star has seen one in recent generations. Though kittypets might occasionally mention them, referring to them as "air planes". They've tried on numerous occasions to convince the clans these monsters are the same beings as the odd loud birds they see flying in the sky every once in a while. But cats of the Land's Star consider them to be different species, as one is incredibly small and always out of reach.

There are also legends and fables among the clans. They are told mostly as stories to kits, but they continue to have an impact on cats throughout their lives. Some of these stories are true to the universe, while others are based upon stories we know in real life

Creation Myth- The Sun created all living things on the planet. His

greatest of them all were viscious beasts, which he'd planned to be the keepers of balance for this new world. But the beasts became selfish and terrifying, killing and destroying without remorse. To counter them, the Sun partnered with another spirit called Silverpelt/the Moon to create a new set of saviors for the earth. From Moon came Lion, Tiger, Cheetah, Leopard, and Lynx. With their unique skills, the five siblings and their offspring were able to chase off the beasts to a hot dry place where they could only eat plants and not cause harm to any more innocence. With their task was complete, and the risk of them going hungry without the beasts arose, the Sun made Silverpelt children an offer. They could either reduce their size and live bountifully in the land they were born, or follow the beasts and continue hunting them for eternity. Some chose to stay as they are, while many other left to track down their old foes. Those who stayed behind shrank through the generations, but maintained the abilities of those who had come before them. These creatures were dubbed by a new name from mother Moon: Cat.

The Birth of the Enemy- One day, the Sun realized that the population of cats had grown exponentially since he had made the deal with their ancestors. He feared their numbers may destroy the prey and plants around them, just as the beasts had. Luckily there was a simple solution to this problem, and so Sun decided to discuss the matter with Moon. He asked Moon to command her children to be more careful with how quickly they multiply. But Silverpelt saw nothing wrong with her children's growth. They were the mighiest of Sun's creatures after all, they deserved to be fruitful. The Sun was not happy with this response, and so he decided to take matters into his own paws. From the frail and weak prey, Sun chose some to transform into monsters which would be hostile and seek out cats as prey. Foxes, badgers, bears, snakes, raptors, wolves, dogs, and Twoleg were among those born to counter cat. But the Sun always ensured balance was kept, so for fairness he granted cats a gift to fight off their new enemies; sharp claws, a keen sense of smell, th ability to hiss, and an unmatchable wit. With this he promised that balance would be maintained, and it was.

Founding of the Clans- Long ago, a collection of cats from various colonies traveled to a new land. They were summoned there by

peculiar dreams filled with promises of rich ecosystems and an abundance of food for generations. The only problem was, the cats had to figure out a way to share the land equally. Not only that, but they had to compete with local cats and newly freed kittypets who also came seeking territory. Instead of fighting, the most respected cat from each group gathered together on the night of the full moon to discuss a way for all to live in peace. An idea was proposed by a cat called Fallen Tree that a new type of group, called a clan, should be formed. In a clan, every cat regardless of gender or former status could care, protect, and defend one another for greater chances of survival. It took a while for the other cats to agree to this idea. But when they saw Fallen Tree successfully put her plan into motion they each in turn began form clans of their own. When Treeclam, Mountainclan, Grassclan, and Oceanclan had finally come into existence, the ancestors and deceased of those cats began speaking to the new leaders. Summoning them to a strange cave through another series of dreams, the leaders were each granted nine lives so they may protect and serve their new clans for many seasons to come.

The Missing Star Point- One night during a Gathering, a group of rouges intruded upon the meeting, seeking refuge within the clans. The leader among then spoke of how his colony had heard stories of the clans' formation and prosperity, and wanted to follow in their pawprints. The foyr clan leaders were not happy with the idea of taking on a band of rouges. But the colony's leader, Quiet Marsh, proclaimed that if Starclan disapproved of his group joining, then they should send a sign. But no sign of anger ever came. Instead, they sent an omen to a medicine cat who was attending the Gathering, speaking their ancestor's approval. The leaders reluctantly called Quiet Marsh forth, welcoming him and his new clan to the territories. When Quiet Marsh went to the Moon Cavern to earn his nine lives, Starclan gave him a proclamation to take back with him to the living world: "The land has received it's missing point. The four are no longer so. But rather, the new five, which make up the points of a star. The clans are now to be known as the Land's Star." From that day on there have been five clans. And that is how it shall forever remain.

The Fox and the Queen- A queen named Ladybug becomes the

mother of eight kittens. They are a pawful, and so the molly often takes calming walks alone whenever they nap. On one walk, she finds an abandoned fox kit laying on the ground. She moves it to shelter and feeds it, deciding to care for this kit as she would her own. A few moons pass and the fox goes to live on its own. The queen is happy that she raised him. Another moon or two later, Ladybug is out on a hunting patrol with her mate, one of her kits, and the clan deputy. As the queen is stalking some prey nearby she hears her kin cry out in horror. She returns to them to find her kit mauled to death by a fox. As she lunges to attack, Ladybug realizes this is the fox she raised. As her mate falls dead beside her, and the deputy flees to retrieve reinforcements, Ladybug stands up to her adopted fox. She asks him why he would do this, reminding him that she raised him as one of her own. In response, the fox throws her to the ground, and snarls that she knew what he was when she took him in. It is then that he slices open her throat. This story's moral is meant to be kindness to evil will be met by betrayal.

The Wolf and the Raven- A wolf is out in the wilderness struggling to find food. Leafbare is drawing near and he has no pack to help him hunt. A raven stumbles upon him and decides to strike up a deal. She will fly into the air and see where the best prey is hiding in exchange for some of his kills. The wolf agrees, and the two manage to catch enough food to survive the whole season. This story was created to teach cats the importance of teamwork

A Warrior's Disdain- An unnamed warrior comes out of the woods to spy on Twolegplace. There, they spot a kittypet on display in a window. The kittypet's fur looks glossy and pristine; almost as if this cat were carved out of stone. They also appear to be incredibly well fed. However they have a visiby tight collar around their neck, signifying the hold the Twolegs have on them. The warrior scoffs at the sight, not wishing that life on any cat. For he feels it's better to be hungry than to be an object for a Twoleg to own.

Repay your Kindness- A young apprentice was out on his first solo hunt. He manages to trap a mouse between his paws, ready to deliver a killing blow. However, the mouse begs for its life to be spared, promising to owe him a favor in exchange. The apprentice

decides to take up the mouse on its offer and sets it free. Leafbare arrives soon after. The apprentice, now a warrior, is out hunting again. He looks starved and tired, ready to give up the search for food. The mouse he had spared moons before makes their way to him and offers to show the tom a den of sleeping rabbits. The warrior is grateful to the mouse and follows him. That night, his clan is well fed, and the mouse is regarded as a friend. The moral of this story is that kindness is never wasted, and mercy can be beneficial

The Finned Cat- A tale about a cat (most likely an Oceanclan or Marshclan apprentice) named Finpaw who loved the water so much she wished she could live in it. One night, a spirit came down from the stars, and touched their nose to hers, promising to grant her wish. Finpaw was then pushed into the body of water beside her, discovering she could breathe in it as easily as she could in air. Finpaw spent an entire day swimming and playing under the water, happy as can be. As evening came, she could hear a patrol from her clan approaching, and swam up to meet them. But as she drew close, a paw struck out at her and dragged her from the current. Finpaw realized her clanmates saw her as a fish, and no longer as a cat. Finpaw struggled to breathe as she was brought to the shore, meeting a bitter end at the jaws of her own mother. The moral of this story is to be careful what you wish for.

The Molly in the Birch Forest- A young rouge is out wandering through unfamiliar territory. Birch trees surround him on every side, and the sun is just beginning to set on the horizon. A bear-length off, he notices another cat who also happens to be traveling through these woods. He parts his jaws to taste the air and notices the cat is a molly. In the fading light, he can also make out her appearance. She looks to be pale gray with spots that seem to match the bark on the trees around them. She's beautiful, he thinks, wanting to introduce himself to this cat and maybe become her mate. The rouge calls out to her, wanting to draw her near. But the she-cat keeps moving on, ignoring him. Still enchanted, the tom chases after her despite his better judgement. As the moon begins to rise, the tom manages to catch up with his molly of interest. He speaks to her for the first time, convincing her to turn around. As the she-cat faces her suitor, her appeal immediately begins to

morph. The spots on her pelt turn into eyes, jer tail grows into a long serpant, and her chest expands to grow three more mouthes. The tom is petrified by the sight, but at the same time, unable to make himself flee. The rouge instead moves closer to the monster, and winds up meeting a foul end. This is meant to be a cautionary tale for cats, warning them to be careful around strangers. It's meaning could also be interpreted as "don't let your head be clouded with lust or else you might be met with something worse than what you came looking for"

Terminology

Clan cats tend to have their own way of referring to things within their everyday lives which differs from the way other cats speak. These include the names of items, as well as various sayings and blessings.

Here is a list of common terminology (in no particular order):

-Molly- term for a cat who identities as female

-She-cat- another term for a cat who identities as female

-Tom- term for a cat who identities as male

-Tomkit- male kitten

-Mollykit- female kitten

-Gib- a term used to describe a neutered/spayed cat

-Nest- a term for bed

-Mossball- a game usually played by kits. A ball of moss is tossed around. Its similar to human soccer/football (however you want to call it)

-Shelltoss- similar to Mossball except a shell is used

-Follow the Crab- a game played by Oceanclan kits/apprentices where they chase and harass a hermit crab. Sometimes this leads to someome getting a paw/nose pinched

-Prey Sight-No Sight- a game just like redlight-greenlight where kits and apprentices practice stalking. One cat, called the "prey" cat calls out "no sight!" when the "prey" can't see, and the other players stalk forward towards the "prey" cat. The cat then says "prey sight!" at random and all the other cats have to freeze. If someone moves they lose the game and have to watch the rest until someone finally makes it up to "catch" the "prey" cat

-Bear brain- a saying which means a cat is acting brashly; someone who's thick headed; used as an insult

-Flighty bee- a cat who's always doing something/working

-Heartbeat- a second

-Whisker length- a unit of measurement, approximately an inch or 2

-Tail length- approximately a foot or 2

-Fox length- approximately 3-5 feet

-Bear length- approximately 10 feet

-Tree length- approximately 50 to 150 feet

-Sharing tongues- an activity where cats groom each other while talking and sharing news, stories, and the latest gossip. This activity happens most often at sunhigh and at mealtimes

-Kittypet- a house cat

-Rouge- A usually hostile cat who often does not have a permanent home, roams around, and does not care about crossing Clan boundaries. These cats sometimes travel in groups or families

-Loner- A usually peaceful cat who does not have a permanent home, rather they roam around. They almost always travel alone

-Nest head- a cat with messy, unkept fur

-Rabbit heart- an anxious cat; a cat that's easily frightened; a coward; can be used as an insult

-Culler- a poacher; a special type of Twoleg hunter who kills animals, mainly deer, during the off seasons. They also shoot cats for population control, as they are an invasive species

-Thunderbranch- a gun

-Thunderpath- a road or street

-Stick launcher- a bow ((and arrows are simply referred to as sticks))

-Monster- usually refers to a car but can be used as a general term to describe any motor vehicle

-Silverpelt- stars; a direct representation of Starclan. This is also another name for the spirit of Moon, the mother of cat and the ancients

-The Fade- an occurrence where young kits die, seemingly for no reason. This is based on a real life phenomenon known as "fading kitten syndrome", which is a set of symptoms that are associated with a failure to thrive in very young kittens

-Sunhigh- noon

-Moonhigh- midnight

-Newleaf- spring, usually occurs between March to May

-Greenleaf- summer, usually occurs between June to August

-Leaf-fall- autumn/fall, usually occurs between September to November

-Leafbare- winter, usually occurs between December to February

-Claw moon- a quarter month, aka a week

-Half moon- half a month

-Moon- a month; measurement of age

-*Chipmunk*- term of affection in Treeclan

-*Bunny*- term of affection in Grassclan

-*Chickadee*- term of affection in Mountainclan

-*Guppy*- term of affection in Oceanclan

-*Tadpole*- term of affection in Marshclan

-Fox heart- an evil, ruthless cat; used as an insult

-Snake heart- a treacherous cat; used as an insult

-Foxdung- a cuss word, equivalent to shit. This phrase has different variations depending on the clan

-Mouse-brain/Flea-brain- an insult meaning crazy or stupid

-Crowfood- dead prey that has begun to rot, inedible prey; an insult

-Cutter- the clans' word for a Veterinarian

-Snail-foot- a slow cat

-Shooting star- a cat seemingly favored by Starclan; a lucky cat; a popular cat

-Vulture face- an ugly cat

-Butterfly- synonym for pretty/beautiful

-Caterpillar- refers to someone who is young or immature

-Dirt- feces

-Housefolk- a term used by kittypets referring to their owners/ humans in general

-Twoleg- a human

-Twoleg kit- a human child

-Twoleg den- a house

-Twolegplace- a neighborhood/village/town/city

-Moving vision box- a television

-Split Rock- a boulder that was split into 5 pieces by lightning long ago. It sits in the center of a giant hollow in the heart of the clans' territories where gatherings are held. Each piece represents a clan; Treeclan's part is covered in ivy, Grassclan's has grass blades

growing out of the small cracks in the rock, Oceanclan's has sand dusting it, Mountainclan's is covered in permafrost, and Marshclan's is covered in damp moss. Leaders of the respective clans sit on it.

-The Land's Star- a term used to refer to the five clans as a whole

-Moon Cavern- The sacred place where cats can speak with their ancestors. Its a holy place, and is always unusually warm and welcoming. It's located in Mountainclan territory. There is no fighting allowed here

-Star Willow- A giant Weeping Willow in the heart of the Moon Cavern. There is a hole in the roof of the Moon Cavern which shines light upon it, reflecting on each leaf, making them shine like glittering stars. This tree always has its leaves and keeps its green coloration all year long, even in the dead of Leafbare. Cats who visit the cavern must brush themselves against the branches of the tree then fall asleep underneath them to share tongues with Starclan

-*May the branches keep your weight*- Treeclan saying meaning have a good day/good luck/take care

-*May the wind travel with you*- Grassclan saying meaning have a good day/good luck/take care

-*May the tide carry you safely*- Oceanclan saying meaning have a good day/good luck/take care

-*May the stones guide your paws*- Mountainclan saying meaning have a good day/good luck/take care

-*May the reeds sing for you*- Marshclan saying meaning have a good day/good luck/take care

Now, here as some phrases specifically used by clan cats :

-*Don't let the burrs prick you on the way out*- don't let the door hit you on the way out

-*Address the badger in the den*- address the elephant in the room

-*Busier than a bee in Newleaf*- a cat who has a lot to do

-*Madder than a fox in a fit*- a cat who is extremely pissed off

-*Cost a whisker and a tail*- something that will cost a lot/is difficult

-*The clan's shooting star*- typically used to refer to the most attractive/popular/talented cat in the clan

-*Happy as a bee in a flower patch*- a really happy cat

-*If you give a cat/molly/tom a mouse today, they'll ask for a deer tomorrow*- a cautionary phrase meaning to be careful of what favors you do for others. It is also used as a joke phrase

-*Don't leap off of tall cliffs*- don't jump to conclusions

-*Like a deer in a rock field*- a cat who is being very noisy or clumsy

-*You're about as slick as honey in Leafbare*- refers to a cat who thinks they are clever/sneaky but really aren't

-*Scratching at the wrong tree*- when a cat make a wrong assumption, usually about another cat

-*Looking shaggy in the scruff*- a cat who looks old or sickly; does not always refer to an old cat though

-*Sorry catches no prey, but dutiful claws do*- apologizing won't solve your problems, but actions will

-*[It will be] a snowy day in Greenleaf*- similar to [it will be] a cold day in hell

-*Well call me a mouse*- the equivalent of "well I'll be damned"

-*Acting/to act wormy*- to be fidety or antsy

-*A little fluffy behind the ears*- in reference to a cat who is young, mostly used to describe an inexperienced or immature cat

-*From your mouth to Silverpelt's ears*- from your mouth to god's ear

-*Kill two prey with one blow*- kill two birds with one stone. Aka to multitask

-A tabby can't change its stripes- meaning a cat can’t change its innate character, especially bad.

The path into darkness is tred with good intentions- a play on the phrase "the road to hell is paved with good intentions" which means wrongdoings or evil actions are often undertaken with good intentions; or that good intentions, when acted upon, may have unintended consequences.

Jobs

The Land's Star has a unique feature to it which differs it from canon, and that is jobs! Cats can have up to 2 jobs at a time, and are always the ones to choose their career. A cat cannot be forced to do a job, although there are basic duties that are required of all warriors; such as hunting during times where prey is scarce, and fighting in a war/to protect the camp. Here are a list of the jobs a cat can have within the clans:

Medicine Cat- This is the highest ranking position in a clan. These cats are responsible for the physical well being of their clanmates. They deal with the sick and injured, using various forms of plants and materials to create medicines and cures. They are also the clan's direct connection to their ancestors. They interpret signs from the earth, and pick up on spiritual omens sent from Starclan. They also receive prophecies, though nowadays they are considered rare. Although they outclass their leaders, medicine cats take more of a passive roll within their clans.

Leader- The second highest rank, and first in command. Like medicine cats, they have a special connection with Starclan, though their contact is limited. A leader will be introduced directly to their ancestors upon their naming ceremony. They are then gifted 9 lives, which they are expected to use to help protect and defend their clan for many years. A good leader will be able to stay in power for several generations, and on average can live to be between 15-20 years old (provided the cat is not reckless and that they rule through a period of peace). A leader's main job is to care for their clan. They will often check up on their clanmates, welcome newborn kits, and hold meetings with their senior warriors. They are also responsible for decision making, battle plans, and ceremonies. Leaders work closely with the other high ranking members of clan society, interacting most with their deputy, and trusting most in their medicine cats.

Deputy- A cat who is next in line to become leader. They are

second in command, aiding the current leader with decision making, planning battles, and handing out punishments when necessary. The deputy is also responsible for organizing patrols and assessing apprentices. There is only ever one per clan. A new deputy must be chosen the moon high following the death, retirement, or exile of the previous one to ensure the clan always has someone ready to step up to be lead.
When a clan's leader is down to their last three or four lives, the deputy will learn how to perform ceremonies and all the other responsibilities they will be overtaking when their time comes to earn nine lives (if they survive that long). There are different qualifications for becoming deputy depending on the clan.

Code Keeper- The cat version of a district attorney. They are responsible for keeping law and order within their clan, and work closely with the deputy in upholding justice. They also help the deputy prepare to become the next leader, teaching them how to conduct ceremonies and about naming warriors. There is only ever one official Code Keeper per clan; occasionally with an apprentice waiting to take their place, or the former Code Keeper taking up a different rank (most often an elder)

Den Mother- A gender neutral role. The so-called "leader" of the queens. They are the head of the nursery, taking care of all residents within the den and acting as their voice. They are the most trusted when it comes to giving advice, and are looked to as the clan's main therapist. They will guard the nursery in times of danger, assistant the medicine cats with delivering kits, and will adopt orphaned and abandoned kits as their own. They help upkeep the Queen's Code, and are solely responsible for teaching it to new queens. This rank is highly respected. Harming or killing a Den Mother is considered a highly punishable offense, unless they have provoked a fight without cause.

Queen- General term for a cat who's expecting/has kits in the nursery, or acts as a babysitter/second parent to kits. All permanent queens have a responsibility to check on the well-being of their clanmates, and to act as therapists for those who need it. They will look to the Den Mother for guidance more often than they will the clan's leader. Queens usually form tight knit bonds with one

another, caring for each other like littermates.

Hunter- Cats who are gifted in the art of hunting. They most often go out on patrols to bring home prey, working alongside Listeners. Sometimes they hunt solo. They are usually excellent trackers and have keen senses of smell and sight. They also tend to be pretty patient individuals.

Fighter- Fierce cats who participate in battles/raids, or wherever they are needed. These cats are very strong and are usually good at strategizing. There is a stereotype that those who choose this job are stubborn, thick skinned, and have a high pain tolerance (although, of course, this is not always the case)

Spy- Warriors who find out informantion about the other clans or about the surrounding area that a patrol might not be able to detect without help. They also assist the Code Keeper during investigations. Most who choose to be spies are highly curious individuals with a knack for problem solving. Many also enjoy finding out gossip, which is what drives them to this profession. Spies are often very sneaky and inquisitive cats who are good at remembering the smallest of details

Guard- Usually big, tough cats who watch over the camp/medicine den/nursery. They protect the clan by keeping watch throughout the day and night, especially during times of turmoil. Guards will also escort cats who are traveling to speak with other clans, providing protection. Guards are often the largest cats within a clan, or the best at defense

Den Keeper- Cats who keep the clan tidy. They check and repair dens when needed, reinforcing walls and adding protective elements to camp boundaries. They are also responsible for decorating during holidays and special events, such as unions. Cats who choose this job are said to have a keen eye for design, be creative, and are good at figuring out proportions

Collector- This is a job for cats who like to who fetch items for other cats (herbs for busy medicine cats, water, things to play with for kits, etc). They also act as messangers between clans. Though this job may seem like one for the lazy, it is still considered vital in

a clan system

Watcher- A job given to cats with exceptionally good eyesight, who act as visual guides on patrols. They are also trusted to work with Guards, especially in times of war.

Listener- Cats with amazingly sharp hearing who act as auditory guides. Those who choose this job are mostly assigned to hunting patrols, but will also be partnered up with Spies during investigations (fun fact: most are often spies themselves!).

Names

There are far too many prefixes to list in the Land's Star, as most names- even kittypet names-are accepted. But generally anything within nature should work as a name.
On occasion though, there are some names that are not acceptable. Those names are:

-The Founders' Names: (Grass, Tree, Ocean, Mountain, and Marsh) are forbidden because they are considered sacred. Though discussions have been frequently brought up about changing this rule, thus far it has been denied. This is because the names are to be associated with the founding of the clans. Though some argue that it would be honorable for a cat to receive any of these names, so far it still seems far too taboo for anyone to try and use them

-Star-: It would be considered sacrilegious to give a cat the Star- prefix. Any cat with the name Star (say, a kittypet for example) must have their name changed before they are allowed to recieve a clan name. It is reserved as a suffix, but *only* for clan leaders to represent the lives that Starclan have given them.

-Dream: the word dream is not to be used as either a prefix or suffix due to dreams being seen as windows to the soul. They are highly valued especially by medicine cats. Plus it would seem a little silly to call a cat dream

-Any sort of twoleg thing- this should go without saying, but names like car-, bus- fence-, etc are forbidden because cats dont know what these things are. And even if they do why would a clan cat name their kits after such things? That would be like naming a cat Nestkit ot Littleden, its silly. The only exception to this are kittypets and even then its heavily encouraged for a cat with a weird name like this to change it

-Blood, bone, heart etc: these kinds of names go unused because of their context. Though these things do occur naturally in nature it is seen as wrong to name a kit after something like this. Organs,

bones, and blood are all stuff that belongs inside of you and though warriors are used to seeing these things often (not only because of fighting but because of the food they eat), its still considered wrong. -heart as a suffix is the only exception because it represents courage, a strong will, and standing for what you believe in

Meanwhile, suffixes are another story. Suffixes in the Land's Star have special meanings to them. To earn a warrior/medicine cat name is a huge honor. New suffixes are added to the list on occasion.

B

-back - Cat who's great at ambush. This suffix also has to do with the color of one's back
-belly - A jovial cat
-berry - A friendly, sweet cat; a small cat [*Treeclan only*]
-bird - A talkative cat; one who is good at leaping
-bite - A skilled hunter
-blaze - A cat with great passion; one who is highly skilled in battle
-blossom - A cat who is young at heart
-bloom - A cat who is eager to grow or to become a parent and bring new life
-blotch - For a cat who has blotches of color
-bounce - For a peppy and happy cat who can be hyperactive
-branch - For a cat who tends to connect others together; a cat who is great at reaching out to others [*Treeclan only*]
-breath - Cat with a silver tongue; a wise cat
-breeze - For a cat who is fast/quick on their feet [*Grassclan only*]
-briar - Named for femininity and resilience; name can also be used for a beautiful cat

C

-call -A cat skilled at using their voice (either for making speeches or for one who talks a lot)
-claw -A warrior that is very skilled in battled. Sometimes used to describe one's claws
-cloud - The name of a dreamer, and a lover, an idealist; a cat with a very thick, very thick coat
-creek - A small graceful cat [*Marshclan only*]
-cry- A cat with a predominately loud voice; a cat who has a large impact on others [*Treeclan only*]

D
-dapple - Used for a cat with spots/patches (mainly used for tortoiseshells)
-daisy - Young at heart and innocent [*Grassclan only*]
-dawn - For a serene and meditative cat; an optimistic cat [*Mountainclan only*]
-drop - A cat who's good at ambush
-dusk - Name for a pessimistic cat. Can also refer to one's pelt color [*Mountainclan only*]

E
-ear(s) - A cat with very good hearing; a great tracker
-eye(s) - A cat who notices things easily or has good eyesight, also used in name changes

F
-fall - A cat who is adept at attacking from above; one who is clumsy. can also represent a fall from grace (used in name changes for cats who go to the Dark Forest)
-fang - A skilled hunter
-fern - For a cat who is firm but fair
-feather - Name for a cat who's light on their feet; a lighthearted cat
-fin- A cat who's a natural in the water like a fish [*Oceanclan only*]
-fire - A passionate cat
-fish -A cat who takes naturally to water [*Oceanclan only*]
-face - For a cat who is very handsome/beautiful/attractive
-flame - A cat who has a bright spirit that warms those around them
-flight - A swift, fleet footed cat
-flower - Feminine and motherly
-foot - For one who is fast
-frost - A cat who is very logical
-fur - Refers back to the prefix, or fur color. Used when a cat has no standalone traits

G
-gaze - A cat who is very observant; one who has unusual or piercing eyes

H
-hawk - Keen eye and very analytic
-heart - A name for those who are extremely courageous and loyal

as well as kind hearted
-holly - pretty and very resilient; one who can come across as toxic (named for the poisonous berries)

I
-ice -A cat who is very cold and calculating. Usually a name given to an cat who's more introverted
-ivy - tenacious; for one who will not quit [*Treeclan only*]

J
-jaw - Represents some aspect of one's jaw. Usually used in name changes
-jump -A cat who is good at jumping

L
-leaf - A name for a medicine cat that is very good at their job. This can also be used for a cat that is good at stalking through roughage
-leap - A cat that is good at jumping
-leg - A cat with strong legs for running/hunting/jumping. A great stalker
-light - A cat who's spirit is uncommonly bright; a cat who is incredibly optimistic and positive
-lily - Looks and acts sweet but is fierce in battle. Usually used for beautiful cats
-lotus - A graceful swimmer who can stay afloat even in the roughest waters [*Marshclan only*]

M
-mask- Has to do with the color of one's face; A cat with an excellent poker face; a secret keeper
-mist- A mysterious and mystical cat (usually a name for medicine cats)
-moon -A beautiful silver-grey cat; a vain cat; a cat who's moods change like the phases of the moon

N
-nose - A good tracker or a highly curious cat

P
-pad- Someone who can travel for long periods of time
-patch - For one who has patches of color

-path - A good tracker. One who is goal oriented
-pelt - Refers to the prefix, quality or color of the fur. This is used when a cat has no standalone traits
-petal -A delicate looking cat
-pond - A small cat; a calm cat
-pool - A calm cat, who is not easily riled
-poppy -For a very motherly and kind cat; a calm cat.
-pounce - A skilled hunter
-puddle - A cat who has patches of color; a risk taker

R
-river - A powerful, fast cat. A cat who's attitude is as rapid as the river itself [*Marshclan only*]
-roar - A powerful and charismatic cat with a powerful distinct voice
-rose -For a cat who is ladylike/gentlemanly and attractive, and these looks hide the fact that she is very witty and sharp tongued

S
-scar - Used mainly in renames, for one who has a scar or scars that are extremely noticeable (used mainly in name changes)
-shade - A cat who is stealthy, or good at subterfuge. A sneaky, shady cat
-shadow - A cat who is stealthy, or good at subterfuge
-shine- A cat who's spirit shines brightly; a friendly cat
-sky - A cat who is a skilled climber; a dreamer
-snout - Refers to a cat's muzzle or their tracking skills
-snow- A cat who is supposedly soft and quiet, but can be as cold as a blizzard if pushed [*Mountainclan only*]
-spark - A clever, temperamental cat
-speck(le) - A cat with a ticked coat
-spirit- A cat with a great deal of spirit. A secretive cat (usually used for medicine cats)
-splash - Good swimmer; a cat who has splashes of color [*Oceanclan cat*]
-spot(s) - Has spots, a spotted tabby
-song - A cat with a silver tongue; a cat who is excellent at story telling or at relaying history
-streak - A swift cat; a cat with streaks of color
-stream - Graceful and pretty; a cat who is a great swimmer

-step - One who is good at tracking and stalking
-stone -A sturdy, dependable cat; one who can keep their head in a crisis
-storm - A cat with an unpredictable temper, and a berserker in battle
-stride -A cat who will go out of their way for others
-strike - A cat who is hard hitter in battle, and gives in to impulsiveness
-stripe - A tabby; a cat with a noticeable stripe/stripes

T
-tail - A cat with good balance
-talon - A cat with very large claws
-tansy - Bubbly and lighthearted, a cat who is hard to get down [*Grassclan only*]
-tip - Refers to the color of tips of the body (ears, tail, paws, and sometimes snout)
-thorn - A witty, intelligent and sarcastic cat
-throat- A cat who talks a lot/ doesn't talk too much. This can also refer to a noticeable injury. Sometimes used in name changes
-thunder - A cat who has a powerful and charismatic voice
-tooth - A skilled hunter and fighter
-tuft - Longer fur, that is most noticeable at the extremities
-tulip - Loyal and true [*Grassclan only*]

W
-watcher - Observant or wise (medicine cats only)
-willow - A cat who is lithe
-whisker - A intuitive and sensitive cat
-whisper- A quiet cat; someone who is secretive
-wing - A lighthearted or flighty cat
-wind- Refers to one who is as swift as the wind [*Grassclan only*]
-wish - A optimist and a dreamer (usually used for medicine cats)

Holidays and Events

The Land's Star have quite a few holidays, both celebrated nationally and individually. Not every clan celebrates their own holidays, but regardless they put their differences aside a few days a year to join together to celebrate

Nationally Celebrated Holidays :

The Longest Night- (a semi-canon holiday. One of the Erins [I think Kate?] wrote a short story about it) Just like Christmas and New Years together. Takes place on the winter solstice. Cats give each other gifts and decorate the camp with pine cones, holly, mistletoe if they can find it, and winter flowers. Cats give gifts to one another on this holiday. Queens like to hide fresh-kill and things to play with under their nests to surprise their kits with come sunrise, and apprentices and young warriors give gifts to the Elders to honor them. The next morning all the cats wake up early to watch the sun finally rise, ringing in the new year and the true beginning of Leafbare

Mate's day- Similar to Valentine's day. Cats spend the day with their mates or confess their love to one another by giving gifts. This usually occurs on the first day of NewLeaf. A lot of kits are conceived on this day. Each clan has its own unique courtship rituals that they follow, but regardless the cause is the same

The Green Gathering- a fun daytime gathering held at the start of Greenleaf between the 5 clans where cats compete in challenges to determine who's the best at particular skill out of all the clans. This is to celebrate surviving through another Leafbare. Medicine cats act as the judges of these events. Only apprentices and warriors can participate in these events. Queens and elders enjoy betting among themselves and the leaders like to keep track of the bets

The Day Of Remembrance- This is a day to honor warriors who have fallen through the past year. Stories of past battles and fond memories about those who were lost are shared during this time.

During the day, cats who are able to, fast until sundown. Come sundown, everyone shares a meal and then sit a silent vigil in the center of camp for the rest of the night. During this time of silence, cats take the time to pray to Starclan and thank them for watching over The Land's Star

Clan Specific Holidays

Grassclan:

Bloom's Day- A holiday which celebrates the return of the wild flowers in Newleaf. Grassclan celebrates this holiday by collecting the new flowers and decorating the camp with it. Flower crowns and flower collars are made and worn on this day as well. During the evening, a rabbit feast is held

Oceanclan:

Twoleg Madness- a week long holiday in which Oceanclan celebrates the return of Twoleg crowds in Greenleaf. Apprentices work extra hard this week to get food from Twolegs. On the final day, Oceanclan holds a huge feast and gorge themselves on nothing but Twoleg food

Events:

The naming of a deputy- *This is not an event that can happen on any specific day or during any particular time. However it is very important for clans to name a deputy once the previous one is no longer in power. How each clan goes about choosing a new deputy varies:*

Grassclan-
Grassclan is the fairest when it comes to picking a deputy. Leaders of this clan will always judge a cat by their skills and loyalty to the clan. Those who work hard and care for all of their clanmates will be the most favored for the deputy's position when it opens.

Treeclan-
Due to their socialness, the choice of deputy is a clan affair. Treeclan cats will often discuss among themselves who they feel is the best choice. The leader will listen and take careful note of the

cats suggested, and will usually choose a new deputy from that pool. However, sometimes the choice is more difficult, and the decision is declared by the popular vote.

Oceanclan-
This clan has the most controversial method of picking the future leader. In the beginning, cats would fight for the right to become the leader. Strength is highly valued in Oceanclan, and so only the bravest and strongest cat would be accepted as deputy. More recently, however, the deputyship has been handed down through biological inheritance. This tradition started with Jackstar. It was passed on with Tidestar, then his daughter Pebblestar, and most recently her brother Wavestar. Currently, though, this tradition will not be continued due to Wavestar's kits being deceased. For now, the deputy is named by the leader's personal choice.

Mountainclan-
The position for deputy within this clan is filled with the help of the clan's medicine cat(s). Mountainclan leaders value their healers and their opinions, as they are in direct contact with Starclan. Though this does not render them capable of picking the best deputy, it does however (in Mountainclan's opinion) make them very wise. Plus, medicine cats are unbiased, so their choices are mostly based on facts and observation. There are rare instances though, where medicine cats will be spiritually led to notice certain individuals more than others

Marshclan-
Deputies are mostly chosen in this clan by personality and morals. Marshclan's leaders will always pick cats who are not too much like themselves. This is to maintain a balance, as differing opinions between two higher ranks could be crucial in making important decisions for the clan. With a cat who holds different opinions comes an unbiased voice of reason. "Yes men" are seldomly chosen for the position. However, a deputy is never chosen based on opinions and personality alone. A cat must maintain similar morals to their leader, and hold a common understanding that whatever they do reflects on the clan. So battle hungry cats and pacifists usually don't make the cut

Grassclan

[image]

The Clan Of the Swift and Orderly

Grassclan was founded by Grass Flower; a pretty lilac colored molly with a plumed tail, yellow-green eyes and a white spot on her nose. She was a kittypet-specifically a pure bred Javanese- who ran away to live as a stray. She took on a colony name to better fit in before eventually earning her nine lives and leader's suffix. Many of her clanmates were former show-cats and breeding cats who collectively ran away; they yearned to set their own destinies and sought out the freedom that would allow them to do so. When the leaders officially founded their clans, Grass Flower's name was changed to Grass-star.

Territory:

Grassclan is proud to call the vast meadow their home. They live South-West of Split rock. Grassclan has a wide open territory, though they do own a portion of the forest. A small sheep farm sits on the far west side of the territory, providing the clan will prey in Leafbare and wool to line their nests.
Grassclan shares borders with Treeclan, Mountainclan, and the Twolegplace. Mountainclan remains mostly peaceful with the group, although some hostility comes and goes between Treeclan and Grassclan.

Camp:

The Grassclan camp was made in the heart of the meadow. Its sits upon a hilltop, surrounded by tall grass and a wall of brambles which protects it from enemies and the harsh winds of Leafbare. Inside the camp is a plethora of bushes and rocks, many of which were brought to the clearing when the clan settled in this new camp. There is a giant smooth boulder referred to as Tall Stone which decorates the center of the clearing. This is where announcements are made and ceremonies are held. In a crack on

the back side of the boulder is where the leader's den lays. On the opposite side of camp sits the Nursery in a dugout under a large honeysuckle bush, lined with wool. Next to the nursery is a boulder with a crack in it where warriors sleep. On the left side of the nursery is a gorse bush that the elders call home. On the opposite side of camp is a small tree which is covered in ivy where the medicine cats treat the injured and sick. Finally next door is the apprentice's den, set up in a hollowed out pile of rocks

Landmarks:

Twoleg Farm- a farm that sits on the southwest side of the territory. It's primarily used for sheering sheep, but contains various other animals and crops. This is where Grassclan gets the wool they use for their nests, as well as some unusual name ideas for their kittens

River- A freshwater river running down from the waterfall in Mountainclan territory. It shirks farther east, becoming a creek as it flows into Treeclan territory. The currents eventually meets with the ocean just beyond the Land's Star territories

Forest Patch- a small patch of forest given to Grassclan by Treeclan long ago as part of a sort-of peace offering. It's also the border between the two clans

Rabbit Gorge- a small dried up gorge where a large rabbit warren is located. Its a popular hunting spot

The Dip- a ditch towards the South-eastern part of the territory where apprentices are trained

The Twoleg Bridge- a large bridge that goes over the river. Cats cross it on their way to Split Rock, or to get to the other half of their territory and the Forest Patch

Body types:

Pure Grassclan cats have short silky fur, large ears, long skinny tails (sometimes they can be plumed and fluffy), lean lanky bodies, long narrow muzzles, tall strong legs, and slim paws with delicate pawpads. Purebred Grassclan cats never have tufted eartips. Cats

outside the clan often describe these cats as sleek and majestic like rabbits.
The usual coat colors found in the clan are Torties/Calicos, Ginger tabbies/bi color, Fawn, Cream, Lilac, Colorpoints, Grey solids/ bicolors/tabbies, Black solids/bicolors/tabby, Brown solids/ bicolors/tabbies, and White bicolors. Fawn, lilac, ginger, and brown tabby cats are considered some of the most attractive. Colorpoints are also sees as desirable, as they are described to look very mystifying by the clan. Some common eye colors are yellow-green, yellow, light amber, and brown with yellow-green being the favored color.
Cats in this clan look most like the following breeds: Oriental Short Hairs, Javanese, Siamese, Abyssinians, Bengals, Domestic Short Hairs

Trivia:

-Grassclan cats are notorious for being neat freaks. They like to keep themselves and their camp looking clean and well cared for. They try their best to avoid any activity which could get themselves dirty

-They are usually described as intelligent, gentle, quiet, and serious. However, they are also said to be impatient and pompous. This could be because of Grassclan's farthest ancestors who were mostly kittypets.

-Their scent is compared to that of wild flowers. Its a little known fact that Grassclan often use wild flowers to decorate their nests and dens (especially the medicine cat's and elder's dens) as well as use them for aroma therapy

-They absolutely hate rain. Patrols will often be postponed because of it. All cats try to stay in their dens during the rain. However they're surprisingly ok with snow

-Grassclan apprentices have races and love playing mossball out in the training field during their free time. They also have a tendency to chase butterflies

-Their usual prey include: rabbits, gophers, mice, vole, shrews,

moles, and even groundhogs on some occasions. Pheasants, quails, and most birds are considered a rare delicacy.

-Grassclan has the longest training period, lasting until a cat is usually around 14 moons old. They want to be certain their cats are completely ready before naming them as warriors. Medicine cats have longer apprenticeships, lasting until a cat is about 16-18 moons old

-They see crickets and grasshoppers as good luck charms. An expecting queen who hears their song is said to be blessed and will have a prosperous, lively litter.

-Hummingbirds are also seen as good luck, as they also indicate good hunting spots. Hunting them is forbidden, though apprentices and kits like to chase them

-On the other hand, snakes are seen as a bad omen. Seeing one, especially while hunting, is said to predict an oncoming food shortage.

-Grassclan cats will not hunt livestock on the farm within their territory. They fear doing so will anger the farmers, leading to the cats being hunted themselves. Even in times of great need, it is forbidden to catch prey on the farm, with the exception of mice, if given permission by the barn cat.

-Grassclan like to use bracken and wool to create nests. Wool is especially essential for the nursery as well as during colder seasons

-Grassclan is the only clan to utilize a buddy system. Cats are evaluated during apprenticeship to see who they work best with and are assigned Partners at their warrior ceremony (unless a cat who the leader wants to pair them with is still an apprentice). A cat may be reassigned to another cat should they have a problem with their current Partner, or if their Partner has died. The clan follows this practice to protect cats out on the open meadow where they are more vulnerable to be attack by birds of prey, especially while hunting

-Grassclan is known to be the quietest clan in the Land's Star. Most

Grassclan cats have more calm, level headed demeanors, and are taught at a young age how to get their point across without yowling. Though, of course, there are always exceptions

-Their kits are thought of as some of the most bizzard looking, as most Grassclan kits are born with giant ears and large eyes. Wayward kittens from this clan are easy to identify and return home. Of course, cats grow into their odd features by the time they're made warriors.

-Grassclan was the second clan to have formed in The Land's Star, right alongside Treeclan.

Treeclan

[image]

The Clan of the Sociable and Astute

Treeclan's founder was a cat named Fallen Tree (later Treestar); a beautiful torbie molly with bright green eyes. She was a cat who came from a far away place, looking for a better life for her colony. Treestar is the one who came up with the idea of clans, and because of that her clan was the very first founded.

Territory:

Treeclan lives in a wooded area, condenced mainly of forest. Their camp is South-East of the Split Rock. They share borders with Oceanclan and Grassclan on opposite sides, and in between themselves and Grassclan they border Twolegplace

Camp:

Treeclan camp is made within the trees. The camp is in a clearing usually covered in leaf litter. The perimeter is covered by blackthorn bushes to keep enmies away. Their dens sit in a circle on the outer edges of camp. A stump sits at the northern central point of camp; it's refered it as the Great Stump, as it was once the base of a mighty oak tree that fell when Treeclan was formed. It's hollow underneath its roots, making a perfect home for the clan's leader. To the right of the Great Stump is the entrance to camp, a low branched Elm tree serves as a bridge in an out. To the right of the Entrance Tree is a large hollow tree with large roots strung with wisteria vines. Inside, under the roots, lies the nursery; it's very large and provides excellent shelter from the elements. Next to the nursery is a big, organized pile of tree branches covered in moss laying up against a very sturdy tree with brambles surrounding it. This settlement is the Elder's den. Next to that is a large tree with a hole about 10-20 feet up next to a thick sturdy branch. The hole is hollow inside and used as the warriors den. Next to that is a smaller tree with a similar set up, this tree is for the apprentice's den.

Finally on the left side of the Great Stump is a lovely weeping willow. Similar to the Nursery, this tree provides the role of the medicine cat's den under the roots. It's said to be the warmest and safest den in the clan.

Landmarks:

Tree-dome- a clearning surrounded in a circle of trees where cats- mainly apprentices- are trained for battle

Rubble path- a small hill along part of the Oceanclan border covered in stones. Its an area usually populated by snakes in Greenleaf. It's also an area often fought over by Treeclan and Oceanclan

High Cliff- a cliff which is part of the Oceanclan border. it overlooks a portion of the beach which Oceanclan calls home.

Saggy tree- a tree with low hanging branches slighty off to the side of the High Cliff

Twoleg trail- a path in the middle of the forest often walked by twolegs

Twogleg Camp- a twoleg camping area where monsters and twolegs sometimes visit and stay in for a while during Greenleaf

Creek- a freshwater creek which runs through the territory from Grassclan's river out to the ocean

Body Types:

Pure Treeclan cats have medium coats (ranges from short thick fur to long feathery fur), muscular, long bodies, slightly elongated muzzles, small nimble paws, round medium sized ears, and thick paw pads. They can have tufts of fur on their eartips but not always. They are considered to be quite squirrel-like by outsiders. The usual coat colors favored by Treeclan are: Torties/Calicos, Ginger tabbies/ bi color, Grey solid/bi color/tabby, Black solid/bi color/tabby, Grey-blue, Smoke, and Brown solid/tabbies/bi color. Tortoiseshell/ Calico and Grey solid/bi color/tabby, are by far the most attractive to Treeclan cats. Common eyes colors within the clan are green, blue, yellow-green, brown. Green is considered most desirable.

They seem to have a distaste for pure white, cream, and colorpoint pelts
Cats in this clan look most like the following breeds: Maine Coons, Norwegian Forest Cats, Domestic Short/Long Hairs, American Bobtails, Manx

Trivia:

-Treeclan cats are very social. They have strong familial bonds and see their clanmates as kin. Cats from the same apprentice class may call each other brother or sister occasionally. Queens share the responsibility of feeding young, and mentors will often train their apprentices in groups.

-At sunhigh, when cats are busy relaxing, it is traditional for cats to speak with as many clanmates as possible before returning to their duties

-Cats from this clan are described as friendly, welcoming individuals. They are usually outgoing, adventurous, and are usually very patient.

-The day after a cat's warrior ceremony-once their vigil is done-they must go out, locate, and successfully hunt a single bird (usually their favorite type). Once the bird is caught, they must bring it back to the clan to show to their leader. The leader will then pluck a feather from the bird, give it to the new warrior, and grant the cat permission to eat. The cat will then feast on their kill and spend the rest of the day relaxing. They will also keep the gifted feather as a reminder of that day. Most warriors use it as a way to mark their nests. This tradition represents a cat's career as a warrior taking flight. Medicine cats also do this.

-The first day they step outside the nursery, Treeclan cats learn how to climb. As kits, they practice climbing and play on the roots which make up the nursery.

-Their scent is described to smell like the forest; like wood, or like tree sap

-Treeclan cats often get injured because of the trees they love so

much. Getting a splinter or pricked by a thorn is a frequent occurrence. Breaks and fractures related to falling out of trees or lost footing on branches is also common. Many cats die due to this as well; its the biggest cause of death in Treeclan. Another big cause of death is falling out of the trees onto the Thunderpath (and/or getting hit by a monster) when trying to cross to head towards the Grassclan border

-Treeclan, at one point in their history, lived entirely in the trees. But after too many incidences of injuries in elders, and kits falling to their deaths, the clan has moved closer to the ground

-Twolegs often target Treeclan cats. Many seek to kill them (some catch cats for humane euthanation, while the rest hunt them with guns). And others TNR (trap neuter, release). As a result of this, Treeclan cats are taught to be especially wary of these creatures and their contraptions

-Treeclan is musical. They've learned to chirp to lure prey as well as to keep in contact with each other while out on patrol or during a raid.

-They are excellent at ambush. Cats outside the clan speak of how they hide in the branches of the trees until their target is right underneath them, then they leap down and attack

-They use moss and feathers for bedding

-Their main diet consists of squirrel, various bird species, and the occasional mouse or vole or even rabbit if they can sneak up on it

-Treeclan apprentices like to have competitions to see who can climb the highest or catch the biggest squirrel. They also love playing hide and seek, sometimes getting their mentors, kits, or young warriors in on the game

-Apprentices are given basic medicine cat training (mainly how to treat small cuts and thorns caught in paw pads, broken claws, poison ivy/poison oak, and how to set a sprained/broken/ dislocated limb until a trained medicine cat can take care of the injured cat)

-Deer are seen to be extremely sacred by Treeclan cats. If a cat comes across a live deer, they must bow in its presence as it's a symbol of prosperity and is to be looked up to for it's quiet demeanor and large presence. Being named after one (deer, stag, buck, doe, fawn) is considered an honor. Seeing one as an apprentice is said to bless a cat, making them into a great, quiet stalker. However, finding a dead deer is said to be a prediction of one's doom

-Robins and male Cardinals are also seen as sacred, as they're believed to bring in Newleaf and Greenleaf respectively with their songs. Catching one is seen as good luck, and a lot of cats keep their feathers or give them to loved ones as gifts. Owls are a similar case, as they are seen as guardians. Having an owl nest near camp is seen as a blessing from Starclan, bringing protection. However, killing an owl is seen as sacrilegious. Cats will usually offer fresh prey to owls who watch over the camp

-Treeclan has a tradition of planting trees for leaders. When a leader dies for a final time, they are buried in the sacred burial grounds like every cat. Before being completely covered however, a seed or pine cone of their favorite type of tree is buried with them. This is to represent the life they gave for the clan, and shows they shall forever be an important part of Treeclan, even in their death. It also represents life coming from death

-Treeclan queens are famous for having huge litters of kits. They can produce anywhere from 1-8 kittens in one litter. During Greenleaf the other clans have grown accustomed to the Treeclan leader announcing oodles of kits born to very few queens.

-There is also a phenomenon in the clan which causes cats to have kits all around the same time. This is referred to as Tree's Seeds. This phenomenon occurs when one cat becomes pregnant. Usually, other cats of parenting age become influenced by their peer and decide to have a litter themselves. This results in a population boom

-Unfortunately for Treeclan, however, their apprentices have a high mortality rate. Only about 20%-30% of cats survive to become warriors

-Polyamoury is a pretty common practice in Treeclan

Oceanclan

[image]

The Clan of the Proud and Adaptable

The founder of Oceanclan was Rising Ocean, a large grey-blue tom with long fur and bright blue eyes. Legend has it Oceanstar was also half deaf. He was the leader of a colony from a far away land, who brought his group to the Land's Star in search of better hunting grounds. When the Twolegs moved onto the territory, rather than run, Oceanstar adapted his clan to coincide with these strange creatures.

Territory:

Oceanclan's homeland features probably some of the most diverse mixture of biomes in the Land's Star. Their territory is mainly made up of a long stretch of beach which extends into the forest towards the south, and the marshland to the west. There is a boardwalk where Oceanclan camps, inhabited by Twolegs mainly during the warmer seasons. They also have a secondary camp within their piece of the Forest Patch where they shelter during the stormy season. Oceanclan share borders with Marshclan and Treeclan and live east of Split Rock

Camp:

Oceanclan's main camp is settled beneath the heart of a boardwalk, where Twolegs rarely dare to venture. Smooth boulders washed in by the ocean long ago sit around camp and make up the dens. Although some Twoleg trash has been recycled into places of shelter as well. A large sand dune sits against a wooden pole. Its called the Mighty Dune and it's where the leader stands and holds meetings/ ceremonies. A huge brownish black boulder with a crack in it's center is where the medicine cat lives. The outside is covered in a veil of seaweed, which is changed regularly due to use. The den is actually huge inside and contains smaller cracks within where herbs are stored, and a small well of freshwater which is regularly

replenished. Another boulder leans against it, but is a bit smaller. This is where the leader sleeps. On the opposite side of camp lays 2 wide grey boulders which lean against each other. Beneath them in a dugout is the the apprentice's den. A pile of rocks sits close by, resting up against another wooden pole is the warrior's den. A dugout has been carved in the sand to make for more room in there. In the very furthest part of the camp is a broken down car ((*I like to imagine it's a mini van*)), which is used to house the queens and kits. Queens will often sunbathe on the dashboard, while kits play underneath the seats. The fresh-kill pile is kept beneath it where prey can stay dry. Finally, on the right of the car is a small damaged sail boat which is used to shelter the elders.

Land Marks:

The ocean- a huge body of saltwater where Oceanclan cats frequently fish

Twoleg Settlement Bridge- a boardwalk. Twolegs visit it to prowl (shop and walk) and share prey. They often feed cute Oceanclan cats here

The beach- a sandy area where Oceanclan patrols, sunbathes, train, and sometimes approach visiting twolegs. This land makes up the majority of their territory

Forest Patch- a patch of forest given to Oceanclan by Treeclan to help them keep fed during Leafbare. Its an area often pushed by Oceanclan trying to gain more territory.

Rubble Path- an area along part of the Oceanclan border on Treeclan's side covered in stones which leads the beach owned by Oceanclan. Its an area usually populated by snakes and adders in Greenleaf. It's also an area often fought over by Treeclan and Oceanclan

High Cliff- a cliff which is part of the Oceanclan border. it overlooks a portion of the beach which Oceanclan calls home

Fisher's Camp- a collection of Twoleg dens a ways off from the Twoleg Settlement Bridge. Fishermen and their families inhabit this

camp throughout Newleaf and Greenleaf. Other Twolegs also spend time here during the warmer seasons, but its mainly for those who work at the dock

The Dock- one edge of the Twoleg Settlement Bridge close to the water where Twolegs gather to feed fish to regular Twolegs. They also keep their boats here

Tide Pools- a collection of rocks which are often flooded by ocean water. This creates habitats for many little sea creatures. It also provides a place for Oceanclan to gain easy meals, and teach their young to swim.

Body Types:

Pure Oceanclan cats are hard to find, but most cats currently in the clan have thick, long, oily coats to protect against the chilling cold waters of the ocean and breeze, muscular bodies and limbs, chubby bellies from eating fish and twoleg food, large diaphragms, wide webbed paws, and smooth paw pads. Pure Oceanclan cats with long fur always have tufted earstips. They are considered to be quite handsome by onlookers. Coat colors commonly found in Oceanclan are Grey-blue solids/bicolors, Cream, Grey solids/bicolor s/tabbies, Black solids/bicolors, pale Ginger tabbies/bicolors, and occasionally calicoes. Ginger/pale ginger and grey-blue are the most sought after pelt colors. Eye colors found among Oceanclan cats are blue, yellow, and amber, with blue being the most popular.
Cats in this clan look most like the following breeds: Domestic Short/Long Hairs, Maine Coons, Siberians, Turkish Angoras

Trivia:

-Finding a pure blooded Oceanclan cat is a rarity, as most are born from loners and kittypets.

-Twolegs sometimes abandon kittypets on the beach, as they are aware of the cats that live beneath the boardwalk. In turn, Oceanclan takes in these lost, scared souls giving them a better chance of survival in the wild.

-The clan has a support group for those who were left behind and/

or abused by their Twolegs

-In contrast to this, Oceanclan cats often attract Twolegs. Since their camp is under a Twoleg Settlement Bridge, clan cats often cross pathes with these strange creatures. They have learned to charm and be friendly with Twolegs, and in return they receive food. They usually send their cutest cats (mainly apprentices and young warriors) out to attract Twolegs

-Oceanclan knows the most about twoleg things due to taking in so many kittypets and interacting with twolegs often (ex: they know monsters are actually called cars). However, Oceanclan cats don't usually bother to try and explain this stuff to others in the Land's Star, mostly because they think it would be too confusing for outsiders to understand

-When not consuming Twoleg food, Oceanclan's prey consists of various fish, seabirds including gulls, puffins, and gannets, crabs, and sometimes muscles if they can crack the shells open

-Oddly enough, a lot of Oceanclan cats like to use twoleg pelts for nests, as they are the warmest building material it seems. It's a common practice for ex-kittypets to use pelts they were left with from their housefolk, especially in the nursery

-They're the only clan cats that use tools for every day things. Sometimes Oceanclan cats are too lazy to kill fish themselves, so they use a rock to break the skulls. They also use rocks to crack the shells of harder prey like crabs, clams, and muscles. Sometimes they will use sticks to try and pry things open or grab things. And they use seaweed and old fishers netting to tie things up and carry them around

-Oceanclan cats take advantage of the part of the Warrior Code which says cats must at least take a suffix. Often cats will do just that, but keep their kittypet/loner name. Other clans look down upon them for this, but can't say anything against it.

-They are amazing swimmers, able to stand the harsh waves of the ocean. Kits are taught to swim in tide pools starting at 2 moons old

-Kits and apprentices love to play a game called Shell Toss, which is similar to moss ball. If the shell is inhabited by a creature such as a hermit crab, the cats will play a new game called "Follow The Crab", where they basically just chase and mess with the small creature. Though this sometimes ends up with someone getting a paw or nose pinched

-Oceanclan cats are said to have an undeniable salty, fishy scent to them. They're often sprinkled with sand and their pelts are heavy from carrying a lot of salt from the ocean

-They are considered to be a lazy bunch, often lounging around in the sun on rocks or out on the shore. Most cats don't want to take over their territory so they rarely check borders.

-Despite being known for laziness, Oceanclan cats are also known to be powerful, intimidating, and aggressive. Most think of them as a joke but Oceanclan loves to prove the clans wrong by attacking patrols

-Chirping is seen as bad luck. Taken from Twoleg tales, Oceanclan cats see chirping as a way to challenge the winds and bring terrible storms. Chirping, though not against the warrior code, is often punished with a Warriorpaw ceremony, shunning, or in extreme cases (mainly during Leafbare) exile.

-They have a great disregard for others, including other land animals. This is why they don't have any superstitions around them. If there wasn't a part of the Warrior Code stating "prey is caught only to be eaten", Oceanclan cats would probably toy around with their food.

-Breaching animals, such as dolphins, whales, and porpoise, however are seen as otherworldly beings. If one washes on the beach they must be mourned over as if they are a fallen warrior. Eating from the carcass of one is considered sacrilegious.

-The ocean is something Oceanclan loves but also fears. There are many tales about how dangerous and vengeful it can be. A few of those stories involve the spirit of Silverpelt/the Moon and the relationship the two have with each other.

-Oceanclan has the highest rates of cats with hearing disabilities and loss of smell. This is due to the water they swim in, which is polluted. Medicine cats are well equipped to handle ear and nose issues as a result, mostly treating the pain of infections and aches.

-Many Oceanclan cats do not believe in Starclan, or at least do not worship them. This is due to the influence of the tyrannical leader Pebblestar the Malevolent, and also the mixture of outsiders within the clan who were not raised to believe in warrior ancestors. So religion choice is a lot more diverse. However, a good majority in the clan believe in the spirit of Moon, who they see as the ruler of the tides and mother of all cats.

Mountainclan

[image]

The Clan of the Hardy and Devout

The cat who founded Mountainclan went by the name Mountain Stone (later Mountainstar). He was a pure grey tom with long fur and amber eyes. Mountainstar, along with his colony, had occupied the mountains for many years. However it was only through the suggestion made by Treestar that the group became a true clan. Mountainclan had to change a lot of their ways to fit into the clan mold, but still uphold traditions from their colony ancestors to this very day

Territory:
Mountainclan lives in a rocky, above sea level area of land up in the mountains. They're thei most isolated clan, although they share borders with Grassclan and Marshclans. They live west of Split Rock. They also have the Moon Cavern on the far edge of their borders

Camp:
The camp is located in a cave behind a waterfall. The camp is only accessible by stepping stones through the pool of water formed in front of it. There is a large stone in the center of it refered to as the Pointed Stone which is where meetings are called. There are no dens except for the nursery because of how well sheltered the camp is from the elements. The nursery is tucked into a crack in the cave wall and padded with soft mosses, ferns, bracken, and hawk feathers. The apprentices sleep closest to the mouth of the cave. Warriors sleep towards the back. Elders sleep in the warmest area of the cave. The medicine cat area is off towards the opposite wall from the nursery. The medicine cats store their herbs in small cracks in the wall and floor.

Land Marks:

The waterfall- a huge waterfall that cascades in front of

Mountainclan's camp

Starpath- a path with glittering rocks permanently secured into the ground which marks the path towards the Moon Cavern

Moon Cavern- The clans' holy place where cats go to share tongues with Starclan

Overcliff- a giant cliff overhanging the Mountainclan camp; a river runs through it, dividing the cliff into 2 halves. The river runs off and becomes the waterfall

Hawk hill- a dangerous, steep, rocky area, usually watched over by hawks. Cats will sometimes hunt in tgis area. Mountainclan cats also train here, but apprentices are forbidden from visiting this area for their saftey. It leads up to Overcliff

Slate clearing- a large flat clearing where apprentices are trained. Kits are sometimes brought here to learn how to hunt

Body Types:

Pure Mountainclan cats have long thick, and often messy coats; round/oval heads and round ears, stocky muscular bodies and limbs, broad shoulders, short or even flat muzzles, large eyes, small noses, large paws, jagged claws which sometimes stick out of their paws, and thick cracked pawpads. Mountainclan cats are thought to look like small grouchy bears. The usual coat colors in the clan are Grey solids/bicolors/tabbies, Black solids/bicolors, Torties (mostly black/grey), White, Brown solids/bicolors/tabbies, and Smoke. Smoke, grey, and black ate by far the most attractive. Ginger and anything along that line are banned from the clan. If a ginger kit is born they are either given to another clan to raise or are left in Twolegplace. Amber and yellow are the most common and favored eye colors.
Cats in this clan look most like the following breeds: Persians, Norwegian Forest Cats, Ragdolls, Domestic Long Hairs

Trivia:

-They were the last of the original four clans to form and become

official, as most cats from the colony they came from had left

-To make up for the lack of colonymates, the group that would become Mountainclan took in kittypets. This is when they decided to become a clan

-Mountainclan cats are described to be very proud, brave, and incredibly loyal. What they lack in intelligence they make up for in cooperation and strength.

-They are the most religious of the clans, as they are the closest to the Star Willow.

-Mountainclan apprentices must visit the Star Willow at least once during their training, and will not be considered ready for warriorship unless they have. Even if Starclan will not speak with them, Mountainclan feels its important for cats to establish a bond with their ancestors from a young age. Pregnant queens will also take a trip to the Moon Cavern to share tongues with Starclan, though this is not necessary

-It's very common for Mountainclan cats to pray. They do so before a difficult hunt, once they've caught prey (as the Code commands), before they eat, before sleep, and when a cat has died or been born

-Their relationship with one another is described more as a friend group than a family

-Despite their grouchy appearance, Mountainclan cats are surprisingly witty and enjoy mischief. Apprentices and warriors alike are notorious pranksters

-They’re said to smell crisp like the air of the mountains which they call home

-Their preferred type of bedding is ferns

-Mountainclan has the shortest training period for apprentices out of all the clans, as they start teaching the Warrior Code and even hunting from early kithood. When their kits turn 3 moons old, queens are brought half live prey or things such as lizards or beetles and use them to teach their kittens hunting techniques. Most cats

are made warriors at 9-10 moons.

-Similarly to Treeclan, Mountainclan cats are excellent climbers. They're also great at digging and squeezing into small spaces

-Its a known fact that Mountainclan mollies have a hard time with unborn kits. Birth, pregnancy, and even conception is difficult. This may be due to some of their kittypet ancestry. When a litter is born, the whole clan celebrates. Litter sizes are usually small with 1 or 2 kits born at a time. Litters larger than 3 are seen as a blessing and are heavily guarded and protected

-They have a bit more resistance to cold born illnesses (aka the common cold, greecough, the sniffles, etc)

-Cats will sometimes wear a thick layer of moss over their pelts similar to a shawl or poncho during the colder seasons to help stay warm.

-Their prey consists mainly of shrew, vole, pika, mice, rats, weasels, ground squirrels, lizards, and hawk chicks if they can get them.

-Sometimes Mountainclan cats try and take on more difficult prey. When they do, the entire hunting patrol will be involved. Often the hunt will be preplanned and practiced so everything goes more smoothly. A senior warrior is usually put in charge, while apprentices are more likely to be assigned to flush out the target

-Weasles are considered prey as much as they are foe. Single weasels are usually hunted, but if there is a group, Mountainclan cats tend to avoid them due to their unpredictable nature. Weasels also follow cats at times. Its not uncommon for apprentices to get into fights with bold ones who are trying to steal their catch

-Chickadee are used not only as a term of endearment, but as signs of good fortune. Catching one shows great swiftness, as they are hard to catch on the rocky, semi-baren terrain.

-Bears are seen as sacred animals, as they represent the clan. Finding one is said to mean different things depending on who sees it. If a queen, or a cat who wishes to be one sees a hibernating bear

in a cave, its said to predict large, thriving litters in the foreseeable future for them. If an apprentice sees a bear wandering around, it’s said they are destined to grow into a strong, powerful warrior. A leader who sees a bear is said to go on to have a long, strong reign. A warrior who spots one is rumored to be a brave soul. Surprisingly, they mean nothing to a medicine cat.

-Cougars and wolves are said to bring misfortune to the clan, as they’re not only competition for prey, but they are not afraid of attacking cats. When wolves move within Mountainclan's territory, cats often have to plan out new hunting grounds to make space for the large canines until their pack has moved on

-Cougars are feared in a different way than wolves because they can somewhat understand and use Cat Speak. This makes cougars easier to talk down from fights, but confrontations don't always end well--especially in Leafbare. Mountainclan cats also find it a bit creepy that this predator is able speak their tongue

Marshclan

[image]

The Clan of the Enthusiastic and Independent

Marshclan is the most recently founded clan, having only been through 4 leaders so far (their founder and current leader included). The clan was founded by a tom named Quiet Marsh who came to the territories with his group of former colony cats all seeking a more stable way of life. They had heard stories of cats who were just like them, who formed new societies which they were able to thrive in for many generations.
After the blessing of Starclan was given, Quiet Marsh became Marshstar. He was a short, dirty, brown tabby with amber eyes and a torn ear. When he founded his clan, he also indirectly created The Land's Star.

Territory:

A swampy, muddy area is the place Marshclan calls home. They live directly north of Split Rock. Reeds, Cattails, and long skinny grasses make up a majority of the flora in the area. Though there is a small stretch of dry land at the foot of the mountains where pine trees grow. Marshclan is the second most isolated clan- territory wise- however they border Mountainclan and Oceanclan

Camp:

Marshclan camp is built upon a levee on the southwestern part of their territory. In the center of camp is a giant vacant turtle shell called Shell Peak, where the leader adresses the clan. Reeds make up the dens in a circle on the island. The order of the dens goes clockwise: Leader's den from the center behind the turtle shell, the warriors den, the apprentice den, the elders den, the nursery, and finally the medicine cat's den. The medicine cat's den is covered by a veil of water plants. Other dens are decorated with with things like bird feathers and lotus flowers

Land Marks:

Levees- areas of the marsh that are drier and safe for cats to tred upon

Tide Pool Valley- A concentration of salt water pools which contain many small aquatic prey species for the clan to hunt

The Great Pine- a giant pine tree close to the Oceanclan border where birds like to rest.

Mud Pit- a particularly dry, raised area caled with a solid amount of mud where the apprentices are taken to train

The hills- an area by the base of the mountains gifted to Marshclan to shelter them during the stormy/flood season. There is a decent amount of trees and places to hide in this area perfect for sheltering and also for hunting

Body Types:

Pure Marshclan cats have short messy oily coats, stocky bodies, wide slightly webbed paws, soft pawpads, and long legs and tails. Their eartips are always tufted. Marshclans cats are often considered to look messy and unclean. Common coat colors in Marshclan are Black bicolors, Brown tabbies/bicolors, Ginger tabbies/bicolors, Torties/Calicos, and Colorpoints. Brown is the most favored coat color as it blends better with their surroundings. Common eye colors are yellow, blue, amber, and brown with brown being the favored color.
Cats in this clan look most like the following breeds: Bengals, Siamese, Burmese, Abyssinians, Domestic Shorthairs, British Shorthairs

Trivia:

-Marshclan is what the members of it like to call a self-sustaing clan. They know they are not as close with the other four clans as they are with each other, so Marshclan likes to make sure they can survive without the rest of the Land's Star. That's not to say they won't ask for help if needed, but they will usually try to solve issues

on their own first

-Many cats in the clan enjoy gardening. They often use the dry land to grow plants that are normally difficult to locate in the marsh. There is a special job for cats who take interest in this hobby.

-Leaders and deputies of this clan are more like figureheads than traditional leaders. Since cats of Marshclan are so independent, they don't often rely on orders from higher-ups. Patrols will gather on their own and alert the deputy of what they are doing and where they're going. Senior warriors will gather with the leader to run battle strategies by them. Mentors will gather to decide what apprentices need more training and who's ready to graduate. The leader will still give up their lives in battle, though. And the deputy will make sure all tasks are completed when they need to be

-To outsiders they seem aloof but also easily excitable. They are also secretive, opting to keep clan business to themselves most of the time. That is due to the fact that they were the last clan to form in the Land's Star. Marshclan cats value individuality as well as independence.

-Because they live in a marsh, Marshclan cats are almost always soggy and covered in mud. They don't seem to mind this, as it makes it easier to camouflage themselves into their surroundings. Because of this however its sometimes hard to tell cats apart by sight alone if you're an outsider

-Apprentices are notorious troublemakers. They like to try and take wetland birds' chicks out of their nests not just to eat but to see if they can get away with it. They often get attacked and if not they come home and are punished for their wreckless actions, especially since what they're doing is against the Warrior Code

-Marshclan has a surprisingly wide range of prey including: lizards, frogs, juvenile water snakes, muskrats, water vole, mice, rats, crab, shrimp, fish, and birds like coot, loorhen, limkin, and rail

-They're known to smell musky. Their scent is unmistakable

-Dry grass is their main source of bedding. They will also use cattail

fluff and the feathers of birds they've eaten to make their nests warm (especially during the colder seasons)

-Marshclan cats are very good swimmers. In fact, their skill almost compares to that of Oceanclan's. However they do have one advantage that their rival clan does not, and that is the security to practice diving. Since the water in the marsh is less turbulent, it's somewhat safe to swim beneath the currents to fish and to sneak up on other prey. As a result, Marshclan cats are also very good at holding their breath

- Adult crane are seen as sacred to them. They represent good luck and majesty. Catching one is said to be a sign of food becoming more plentiful

-Marshclan cats don't have the usual scuffles with animals such as foxes, badgers, wolves, and bears, because these creatures never venture out into the marsh. However, the cats have to compete with completely new enemies which include: otters, raccoons, possums, rats, and snakes. An extremely rare enemy to fear for is the Bull Shark, however never in clan history has one actually managed to swim its way far enough into the marsh, so its mostly just a myth

-Mountinclan ended up giving a small chunk of their land at the base of the mountains to Marshclan so they could have a dry place to stay during the stormy season.

-As part of their mourning ritual, Marshclan cats will leave trinkets such as pebbles, strengthening herbs, feathers, shells, and berries as offering around/on a dead cat. This tradition serves many purposes: as payment to the Starclan spirit who will guide their clanmate to the Twilight Passage for judgment, as a way to ensure the dead cat goes with enough food and strength to make the journey to the stars, and as a way to honor the deceased. It's a tradition that was started by Marshstar and his group when they were on their way to join the original four clans, before the Land's Star was named.